6.0 EPIC GAMING

"Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage."

Imperium Tactica

By now you will know the rules for Epic, the forces that you can command, and the background to the Armageddon campaign. This section of the book describes the different ways that you can use these things in order to create exciting and interesting tabletop wargames to play. Because of the open-ended nature of the Epic rules, there are many different ways you can choose to play games, and describing them all in detail would fill a rulebook several times the size of this slim volume. Instead of trying to do this we have concentrated on three of the more popular styles of play to use as examples of ways that you can play games of Epic. You will find articles about other forms of gaming in White Dwarf and Fanatic magazines (details of which can be found in the Appendices section at the end of the rules), along with articles focusing on aspects of the styles of play described here. The three styles of play we have focused on are *tournament games*, *scenarios*, and *campaigns*. These are described below, and then specific rules and guidelines are given for each method of play. Then it is up to you how you decide exactly how you want to use the rules and information presented in this book. In effect, we're simply saying "Look, you can play Epic like this, or like this, or like this…" in order to give you some idea of the possibilities.

This said, some methods of play are more popular than others. Of the methods we discuss in this section, 'tournament play' with its army lists, points value and simple 'line up and fight' scenario has proved far and away the most popular with the playtesters that have helped develop the Epic rules. This is understandable; it is easier to collect armies, find opponents and organise games when using the tournament rules than it is to create your own scenarios or set up and run campaigns. However, just because tournament play is more popular than the other forms of gaming just described doesn't make it intrinsically any better (or worse) — it just makes it different. The aim of the Epic Gaming section is therefore to show you as many different styles of play as possible, and then let *you* choose the style that suits your tastes best. In other words, we want to reveal the whole breadth of the Epic hobby, rather than just one small part of it.

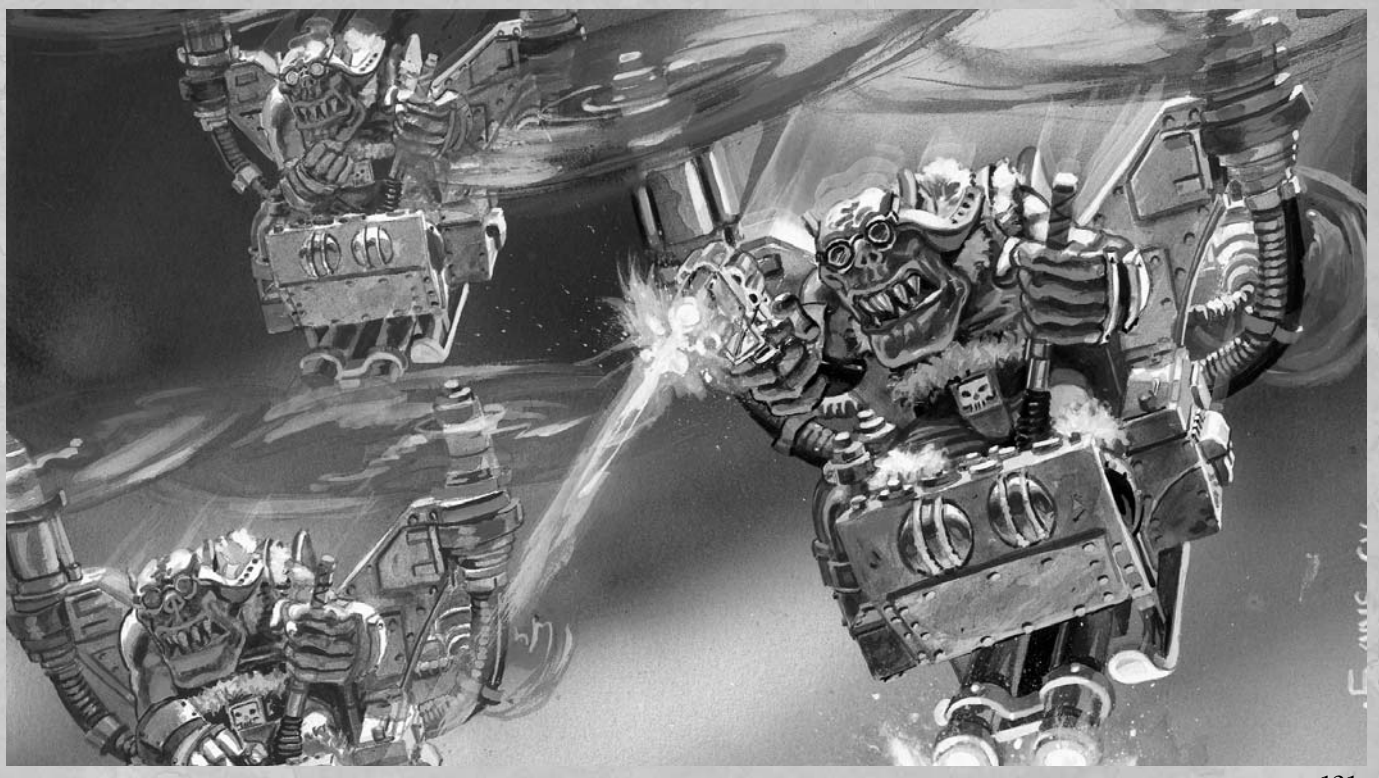
Tournament Games

As has already been mentioned, tournament games are the single most popular form of Epic game. This is mainly because it is the easiest way to play Epic. All you have to do is use the army lists to collect an army, safe in the knowledge that you can use it to play an even and balanced game even against a complete stranger, something that is simply not possible with scenarios or campaigns. In order to achieve this happy state of affairs, tournament games require three things: *army lists*, *points values*, and a set of *tournament game rules*.

An army list, as its name implies, is a list of units and formations that can be used by an army. What sets it apart from a simple order of battle, such as the forces included in the training scenarios presented earlier in this rulebook, is that it is a list of things you *can* use in your army rather than a list of things you *must* use. So, for example, a Space Marine army list would say something along the lines of: "You may have the following things in your army: Space Marine Tactical detachments, Space Marine Assault detachments, Space Marine Terminator detachments…" and so on. Army lists usually focus on one army, for example Space Marines, or Imperial Guard, or Orks, though some cover combined or allied forces. In addition, army lists can either be 'generic' and cover all armies of that type, or 'specific' and cover a particular army or famous regiment. For example, a generic Space Marine army list would allow you to collect any Chapter, while a Blood Angels army list would only allow Blood Angel units to be used. The advantage of specific lists is that they can include more interesting and characterful units, while a generic list lacks this level of detail but gives the player more freedom in terms of painting and modelling.

Of course, if players were simply allowed to pick any units or formations they liked from an army list then there is no way that tournament games could be fair – the player with the largest collection of models would always have a big advantage! Because of this, each formation and unit in an army list is given a points value The points value shows how effective the unit or formation is when it is used in a tournament game. So, for example, a mighty Baneblade tank would cost many more points than a humble Leman Russ, as the Baneblade will have a much greater impact on the course of the game. Players are then given the freedom to choose troops from their army list to a set points value. For example, players might agree to play a 2,000 point game, in which case each could pick troops worth 2,000 points from their own army list. As long as the army lists have been worked out properly, then any two armies with the same points value will have an equal chance of winning, although the actual composition of each army may be radically different, even if both are chosen from the same list. Returning to our prior example, one player might choose to take a few Baneblades, while his opponent chooses to take a horde of Leman Russ, but as long as the points values for the two units have been worked out properly then each player will have the same chance of winning the game.

The final piece of the jigsaw is the tournament game rules. In order to create a fair and balanced contest, tournament games need to have a method of setting up the terrain, deploying the armies, and determining the winner that is as even as possible for both sides. These are known as the tournament game rules, and they need to be set out in advance along with the army lists, so that a player can choose his army knowing what sort of battle he will be fighting. Because of the desire to create an even contest, tournament game rules tend to be quite simple. Terrain will usually be kept to a minimum and not include too many exotic features, and both armies will usually deploy in a 'set-up zone' near their own table edge. Victory conditions can be quite complex, but will almost always be the same for both sides (a process called 'mirroring'). A very common set of tournament game victory conditions is to play for a certain number of turns, and then for each player to count up the points value of destroyed enemy units to see who has won. A variation on this theme is for each player to place a certain number of 'objective markers' in the opposing half of the table, with the winner being the player that has captured the most objectives at the end of the game. Previous versions of Epic have used a combination of these two methods, with players winning points for destroying the enemy and



capturing objectives, to determine the winner. However, whatever rules are actually used, the aim is always to create as even a contest as possible between the two armies picked from the army lists, and this usually leads to fairly straight-forward 'line up and fight' battles with a minimum of terrain and mirrored victory conditions for both sides.

The overall effect of this is to create a game that is ideal for 'pick-up' games between two players that have not met each other before. Tournament games allow the player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the army list, and then turn up at a club or gaming event, find an opponent, and play knowing that the game will be as fair and even as possible.

Scenarios

While tournament games create an even contest and are extremely easy to set up, they do so at a certain cost. This is because the rules used and the choices a player is allowed to make when picking an army need to be constrained or limited in some way in order to keep the game balanced. A good example of this kind of thing is what is commonly known as 'min-maxing'. A good tournament game player will often try to 'max-out' on certain powerful units, usually ones that stretch the game mechanics in some way. In Epic, an example of this kind of unit is Imperial Titans. These are powerful units and no mistake, but if one is powerful on its own, three such units are even more powerful, so a good tournament player will be drawn to trying to field such an army – it's the old adage of "everything counts in large amounts". In order to stop players min-maxing, army lists will often include some kind of limit on the number of powerful units that can be taken. For example, you might only be allowed to spend 10% or 20% of your points on Titans, or only be allowed a maximum of one in the army. Two other areas where tournament games will be limited is in the ability to use models not covered by the army lists, and in having to use simple 'line up and fight' deployment rules and 'mirroring' victory conditions.

What all of these balancing mechanisms create is a game that can't really cover all of the possibilities of the game background. For example, the tournament army list described earlier doesn't allow a player to field an all-Titan force, even though such a thing could easily happen on Armageddon. It is because of these limitations and abstractions that many players prefer to play scenarios instead of tournament games. The main difference between a scenario and a tournament game is that a scenario is devised in advance by one of the players, who will determine what forces are used, how they are set up, what the terrain is like, and what the victory conditions will be. The training scenarios that appeared earlier in this book and that you should (we hope!) have played are perfect examples of pre-designed scenarios.

The advantage that scenarios offer is that they are unconstrained in any way, and allow you to explore things that are simply not possible in tournament games. For example, any student of military history will tell you that a common feature of most campaigns is desperate rear-guard actions where a horribly out-numbered force attempts to delay an overwhelmingly superior attacker. Lop-sided battles like this are next to impossible to set up in tournament games, but very easy to do as a scenario. Scenarios also allow players to field formations or units that they have created themselves. It's easy to come up with a scenario that allows one side to field an all-Titan force, for example. What's more, it's easy to include scratch-built or converted models in a scenario, and very hard to do so in a tournament game that requires extensive playtesting to get the points value for each unit exactly right.

However, with this great freedom (some might say great power), there also comes great responsibility on the part of the player devising the scenario, as it is their job to create a challenging, interesting and characterful game that will be fun for both players. It helps if both sides feel they have a chance of winning too, though this is a lot less important than in tournament games. (As an aside, the designer has always enjoyed playing games where he controls an 'underdog' with little chance of winning, as it gives him a good excuse if he loses, and far more glory if he wins!) Devising such a scenario takes time, it's not something easily done 'off the cuff' at the start of a game, and as scenarios often also rely on having certain types of model available, this means they are usually best suited to small groups of players that meet on a regular basis and trust each other's judgement. It is mainly for this reason that scenarios are

played less than tournament games. On the other hand, players that are lucky enough to be a member of a regular gaming group and who start playing scenarios generally find that they become their preferred method of play.

Campaigns

A third and highly popular way of playing Epic is as part of a *campaign*. What differentiates campaign games from tournament games and scenarios, is that campaign games are not one-off battles, but instead form part of a sequence of games that are linked together in some way. There are lots of different ways to run campaigns, some of which are discussed in detail later on in this book, but they all share two traits. These two traits are that the games form part of a series of games, and that there needs to be an organiser who will set up and run the campaign.

What makes a campaign special is that each battle is part of a series of battles where the result of each game can affect the overall result of the campaign. This can work in a number of ways. At its simplest level a campaign can be a tournament game league, where a record is kept of the battles that players have won and lost, and the results posted so that players can see how well they are doing compared to everyone else. At its most extreme, a campaign involves maps that the opposing armies can manoeuvre over before transferring action to the tabletop when opposing forces meet, with detailed orders of battle, supply rules, and anything else the players can think of and wish to include.

Although very different, both of these are campaigns, because the result of each and every battle directly affects the outcome of the campaign. This can add a whole new dimension and depth to the battles that are fought as part of the campaign, be they a tournament game grudge match between two top-ranked opponents in a ladder campaign, or a scenario for a pivotal strategic battle in a map-based campaign. In both these examples, the fact that the game takes place in a campaign setting makes them more interesting and more exciting than they would have been as 'one-off' battles.

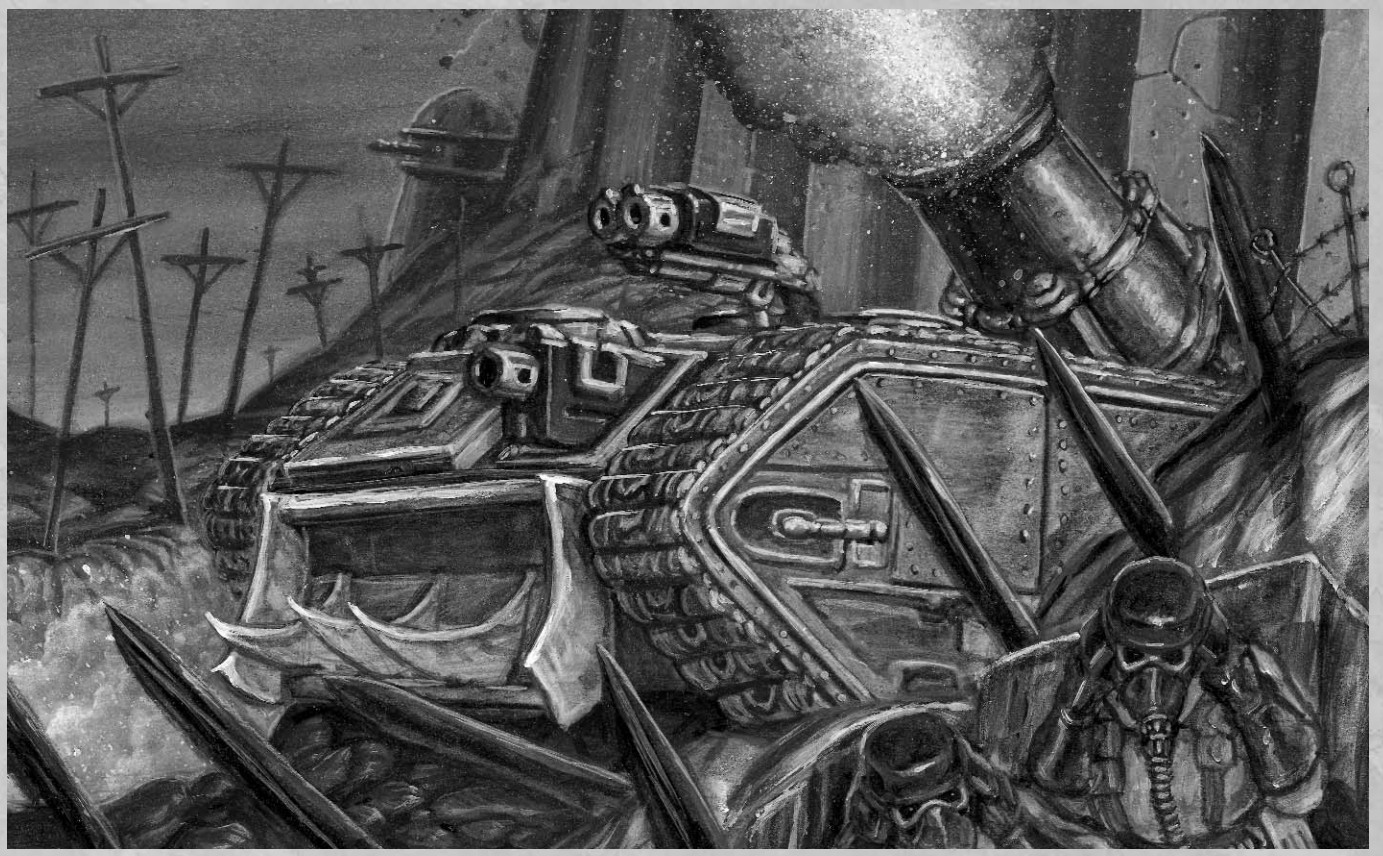
Because of the need for continuity, what all campaigns also require is an organiser. This selfless individual will take it upon themselves to decide how exactly the campaign will work, and will then gather the players together, cajole them into playing their games on time, and keep track of the results and do any other record keeping that is required. More often than not all this work, along with a need to appear unbiased, will mean that they won't get to play in the campaign themselves. On the other hand, the sheer pleasure provided to the participants by a well-run campaign is usually reward enough!

These two requirements (ie, continuity and an organiser) mean that campaigns are best suited to clubs or gaming groups that meet regularly and have reliable players. If these are available, they are arguably the most satisfying and involving way of playing Epic, thanks to the depth the campaign adds to any battles that are fought as part of it.

Conclusion (or 'Money Where Mouth Is')

In the rest of the Gaming section of the Epic rulebook, we will provide concrete examples of each of these different methods of play. First we provide the 'official' Epic Tournament Game rules and army lists. After that we discuss different methods of designing scenarios, and provide some examples of scenarios that we have devised and played ourselves. Finally, we discuss some different methods of running campaigns.

Hopefully you'll be able to use these examples to tailor Epic to suit your own needs. When all is said and done, the single biggest advantage that tabletop wargames have over other forms of game is that you can get right in there and 'tinker' with the rules if you want to. We advise and encourage you to do exactly that – pick the style of play that suits you best, and make the Epic game system what you want it to be!



6.1 EPIC TOURNAMENT GAME RULES

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most 'basic' form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army. Later sections include rather more advanced rules and guidelines that will allow experienced players to design their own unique formations and units for use in scenarios or campaigns of their own devising.

6.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

6.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90-150cm wide by 150-240cm long (that's 3-5 feet by 5-8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to anunbalanced game.

6.1.3 The Five Minute Warm Up

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The 'Counts As' Rule (see 6.2.1)
- Lines of Sight and Lines Of Fire
- Fire Arcs on units
- Pre-measuring
- Templates and if units are 'in or out'
- Terrain features – what do they count as on the terrain chart, when are units 'in' terrain
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

DESIGN CONCEPT
Tournament Terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft. You get the idea, I'm sure.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- We recommend the use of *terrain features* when playing tournament games in preference to *modular terrain* (see the Appendices for a more detailed description of the two types of terrain).
- Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.
- Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.
- Within the limits above, place between 0-4 features in each 60cm square.
- The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.
- Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.

6.1.4 Place Objective Markers

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our game,s we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives.

Check at the end of each turn to see how many objectives you control. Objectives do not have a 'memory' and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

6.1.5 Setup Spacecraft & Garrisons

If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as 'garrisons' at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!)

6.1.6 Set-up Remaining Formations

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back 'in reserve'. The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that wwill enter play via planetfall. These formations are not 'secret' and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4) Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

6.1.7 Victory Conditions

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the 'tiebreaker' rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg, Break Their Spirit, Defend The Flag, Take And Hold*, and *They Shall Not Pass*.

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (ie, the first objective each player set up).

Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.

Defend To Flag: You achieve this goal if you control all three objectives in your half of the table.

Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak.

If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on.

If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken *and* have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

6.2 TOURNAMENT ARMY LISTS

"Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand."

Imperium Tactica

The following army lists are for the Space Marine, Imperial Guard and Ork armies. They are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules (see 6.1).

Each army list covers a specific army that took part in the Third Armageddon War. Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as 'stand in' lists for players that may already have collected an Epic army from a previous edition of the rules. Over time we plan to produce additional army lists covering other armies from the Armageddon war and other famous conflicts of the 41st Millennium.

In order to use the army lists, you and your opponent must agree upon a points total for the game that you will play, and then select formations from the army lists that are equal to or less than this value. For example, you might agree to play a 3,000 point game, in which case you would both pick formations whose points value comes to 3,000 points or less.

The attached army lists provide points value for all of the models available in the Epic range. The 'counts as' rule opposite will make it easy for you to use non-standard models in your games, and the appendices at the end of this book include sections on how to use models that are no longer in production from older versions of Epic in your games too. Our aim is to make it as easy as possible for players to use all of the models in their collection without receiving an unfair advantage by so doing, and as long as you use the rules in this spirit you will find your games all the better for it.

Each army list is broken down into four parts:

Background: A brief description of the army, its organisation, and its part in the Third Armageddon War.

Using The Army List: This section tells you how to use the army list, and covers the different types of formation used by the army and how they can be selected from the list.

The Army List: The army list describes the formations that can be used in the army, the units that make up each formation, and gives a points value for each formation. It also includes the army's strategy rating and the initiative rating for any formations in the army. The datasheets for all of the units in the armies in the Epic Armageddon rulebook can be found in the Forces section (see 5.0). A quick reference sheet for each army is included in the appendices at the back of the rules.

Andy Chambers impressive Epic Ork army!

SPECIAL RULE
6.2.1 The 'Counts As' Rule

You may if you wish decide that certain units in your army 'count as' something else from the army lists that is of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, or you are using models that are painted differently. For example, you might have managed to lay your hands on some of the old metal Ork Squigoth models that we made many years ago but that are now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they 'count as' Ork Battlewagons, which are roughly the same size as a Squigoth and have a similar function. Alternatively, you may have decided to use the Steel Legion army list to represent a different Imperial Guard regiment with a very different colour scheme. Again, it would be a great shame not to be able to use your gorgeously painted army, and the 'counts as' rule will allow you to do so. However, if you decide to use the 'counts as' rule, then there are three very important things to bear in mind:

- *First of all, before the game starts you must tell your opponent that you have decided to use the 'counts as' rule, and you must let him know what counts as what.*
- *Secondly, this rule is here to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the 'counts as' rule for units that are actually covered in the army lists. For example, if you have a model of a Land Speeder, then you must use it as a Land Speeder and pay the points for a Land Speeder; you could not use it as a Land Speeder Tornado, or a Predator, or any other unit for that matter. By the same token, a Land Speeder Tornado must be used as a Land Speeder Tornado and can't stand in for any other units. This rule is included to prevent confusion and keep game play as even and balanced as possible. Note that you can paint the unit in any way you like, you just can't count it as a different unit from the list.*
- *Finally, if you decide that any unit in your army 'counts as' something else, then all of that type of unit in your army must count as the same thing. For example, if you decided that your old Squigoth model was a Battlewagon, then all the Squigoths in your army would have to be Battlewagons – you couldn't have one Squigoth as a Battlewagon, one as a Gunwagon, and so on.*

6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

"The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide."

Space Marines are the most powerful and dreaded of all of the Imperium's warriors. They are not human at all but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines are organised into small independent armies called Chapters, each of which is responsible for its own recruitment, equipment, organisation and strategy.

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holo-pages. The Codex Astartes amounts to an authorative guide to waging war in any number of ways on countless different types of world. The majority of Space Marine chapters follow its teachings as if they were holy writ.

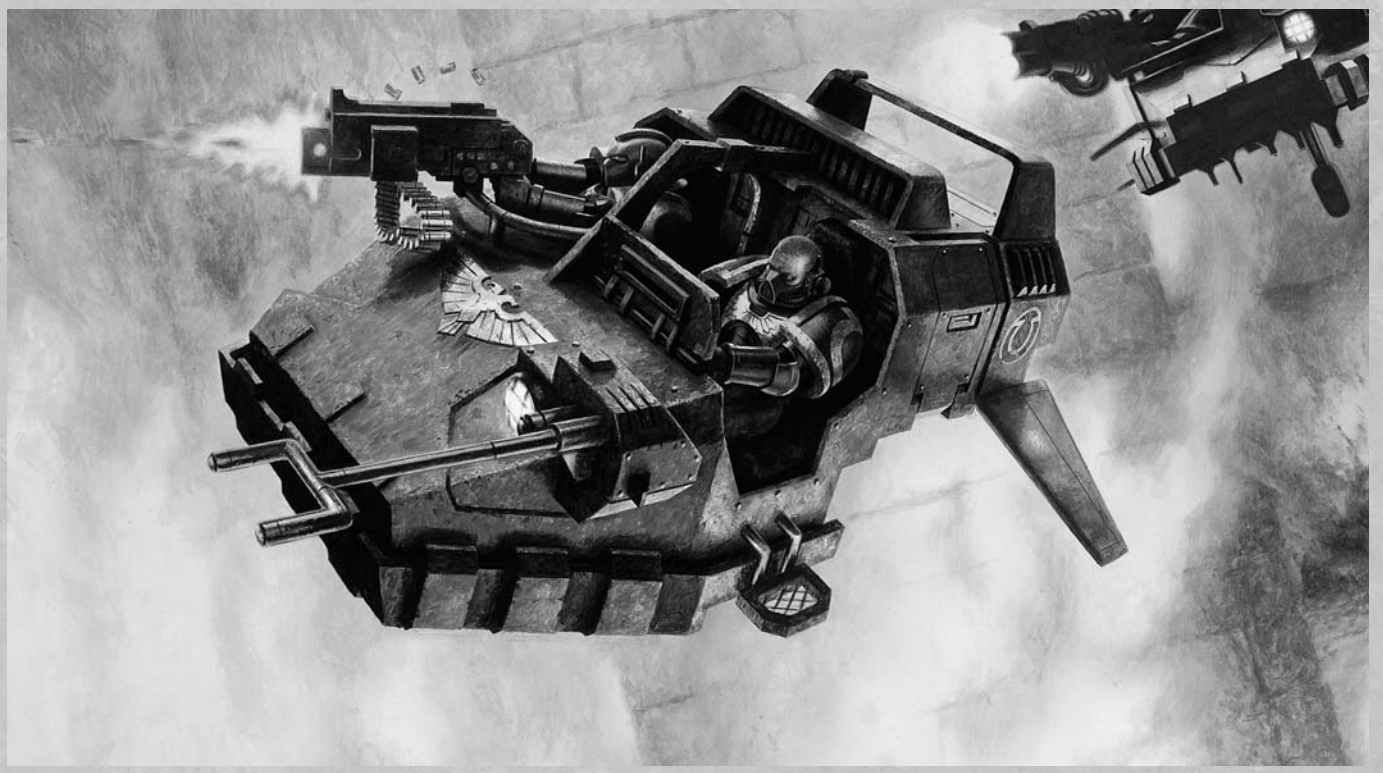
Fighting Units

The organisation of the fighting units of Space Marines was laid down by the High Lords of Terra following the reformation of the Space Marine Chapters after the Horus Heresy. The rules governing Space Marine organisation and numbers are called the Codex Astartes.

Although not drawn up until the Emperor's incarceration, the Codex Astartes is commonly taken as his work. During the ten thousand years since the original Codex Astartes, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex Astartes. However, in most cases, today's Space Marines follow the broad organisational rules laid down ten thousand years ago. A few chapters regard the Codex Astartes as a holy text, and stick rigidly to its contents, regarding any deviation as tantamount to heresy. The organisation described next is that of the Codex Astartes, and it may be regarded as the normal organisational pattern of Space Marines.

Space Marines are divided into companies, the exact number of which varies from Chapter to Chapter but is typically ten. A company is led by a Space Marine Captain. There are ten squads to a company, and each squad consists of nine Space Marines plus a Space Marine Sergeant.

The First Company is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.



The Tenth Company forms a training company. and is comprised of Scout squads. Its sergeants are older veterans but its fighting Space Marines are the Chapter's least experienced warriors. After a period in the training company, Space Marines are allotted to other companies to replace battle casualties.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad, or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

The squads that make up a company are organised into ad-hoc formations called *detachments* when they undertake a mission. Although a detachment can theoretically include any of the units from a chapter, the Codex Astartes details a number of standard detachments which it recommends be used in most circumstances.

The Codex Chapters

Not all Chapters follow the strict organisational and tactical guidelines of the Codex Astartes. Those that do are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation and identification markings. Of all the Codex Chapters' the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Many of the other Codex Chapters are descended from the Ultramarines' genetic line.

Most Chapters do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles, or other processes. Many Chapters are largely organised according to the Codex but have slight variations, such as the Blood Angels and Dark Angels, for example. A small number of chapters are utterly different from the Codex and owe nothing to it at all. The most famous of these Chapters is the Space Wolves. The Space Wolves have never followed the Codex, their strong willed Primarch moulded his Chapter very much in his own image, irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful if it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of years, some of these chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles of Roboute Guilliman.

Using The Army List
The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of three or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost 175 + 50 +75 = 300 points

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE
6.3.1 Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

CODEX ASTARTES ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Commander, Vindicator	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator	300 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Thunderhawk	One Thunderhawk Gunship. May have under-slung Rhino for free.	None	200 points
Vindicator	Four Vindicators	Commander	300 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	25 points each
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

6.4 ARMAGEDDON STEEL LEGION ARMY LIST

"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."

Lord General Solar Macharius

The Imperial Guard is the largest and most diverse military organisation the galaxy has ever seen. Numbering in the billions and equipped with armoured vehicles, Artillery antiaircraft and all the other adjuncts of armoured warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium's military might.

The Regiments of Armageddon

The regiments that make up the Imperial Guard are raised on different planets all across the Imperium, and because of this they do not wear standardised uniforms, follow identical tactical doctrines, or all use exactly the same sort of equipment. Regiments raised on the jungle Death World of Catachan, for example, tend to be lightly equipped assault troops, while those from the Agri-world of Atilla are mainly Rough Riders. Those raised on Armageddon make use of the planet's vast industrial might to provide plentiful armoured fighting vehicles, and because of this they have become famous across the galaxy as Armageddon's *steel legions*.

Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in time of war. In the fighting taking place on Armageddon following Ghazkghul's invasion, well over one hundred of the regiments fighting had been raised on Armageddon itself, and they form by far the largest contingent of the Imperial Guard forces fighting on the planet.

Armageddon is often called upon to raise regiments for major battles and campaigns all over the Armageddon sector. Regiments that fight off-world like this are called 'tithed regiments', after the process whereby each world in the Imperium is required to offer up at least 10% of the troops it raises and trains to the Departmento Munitorum for incorporation in the Imperial Guard.

Tithed regiments are supplemented by troops raised on other worlds that are not found on Armageddon, such as Ratlings or Ogryns, as well as certain types of vehicle that are not manufactured on the planet. Many of these tithed regiments have been recalled to the planet during the Third Armageddon War, so a good proportion of Steel Legion regiments include troops not found on Armageddon itself.

This said, the bulk of the Steel Legion regiments fighting on Armageddon have never left the planet and are part of the Armageddon Planetary Defence Force. These regiments differ slightly from tithed regiments in the mix of units that they use, generally having no off-world auxilia or vehicles.

Regimental Organisation

Regiments raised on Armageddon consists of twelve companies made up of a mix of infantry, artillery, armour and mechanised infantry companies. Although some regiments only include one type of company, the bulk are combined arms forces that include a mix of companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are mechanised infantry, and it's not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon for the Imperial Guard are commonly known as Armageddon Steel Legions.

At full strength, infantry and mechanised infantry companies

in Steel Legion regiments consist of a command section comprising a captain and his support staff, one fire support platoon with 10 heavy weapons teams, and three infantry platoons each with 50 men including 5 heavy weapon teams. This means that a full-strength company will number 175 men. However the casualties suffered during a campaign will quickly reduce the strength of a company, and it is not uncommon for a company's fire support platoon to be detached from the company for special duties elsewhere. Because of this most 'companies' in a Steel Legion regiment will be little larger than one of the platoons in a newly raised formation.

Tank and artillery companies in a Steel Legion regiment consist of a command vehicle and three squadrons (in Tank companies) or batteries (in the artillery) with three vehicles each. Tank and artillery companies are much more likely to operate at their full strength, as they are usually only directly engaged by the enemy in major battles with the result that they are either operating at full strength or have suffered such heavy casualties that they need to be withdrawn from front-line duty and amalgamated with other similarly battered formations. Artillery, in particular, either survives a battle unscathed or is overrun or wiped out.

As already noted, the most common type of company found in regiments raised on Armageddon are mechanised infantry companies, sometimes referred to as armoured fist companies. These are similar in many respects to normal Imperial Guard infantry companies, except that all of the infantry that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised infantry companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use all across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras.

It is important not to overstate the number of mechanised infantry companies in each Steel Legion regiment. While its not uncommon for them to make up 90% of a regiment's companies, it is equally likely they account for less than a quarter of the units available, especially in Armageddon Steel Legion regiments that were raised as part of the Armageddon Planetary Defence Force. Battlefield attrition can also be very high amongst lightly protected vehicles like Chimeras, and there have been numerous cases in the Armageddon campaign where a regiment has lost almost all of its Chimeras in battle, and has been reduced to using what were once mechanised infantry companies as plain old infantry.

Using The Army List
The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a 'stand in' army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallen Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two seperate formations .

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (ie, an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

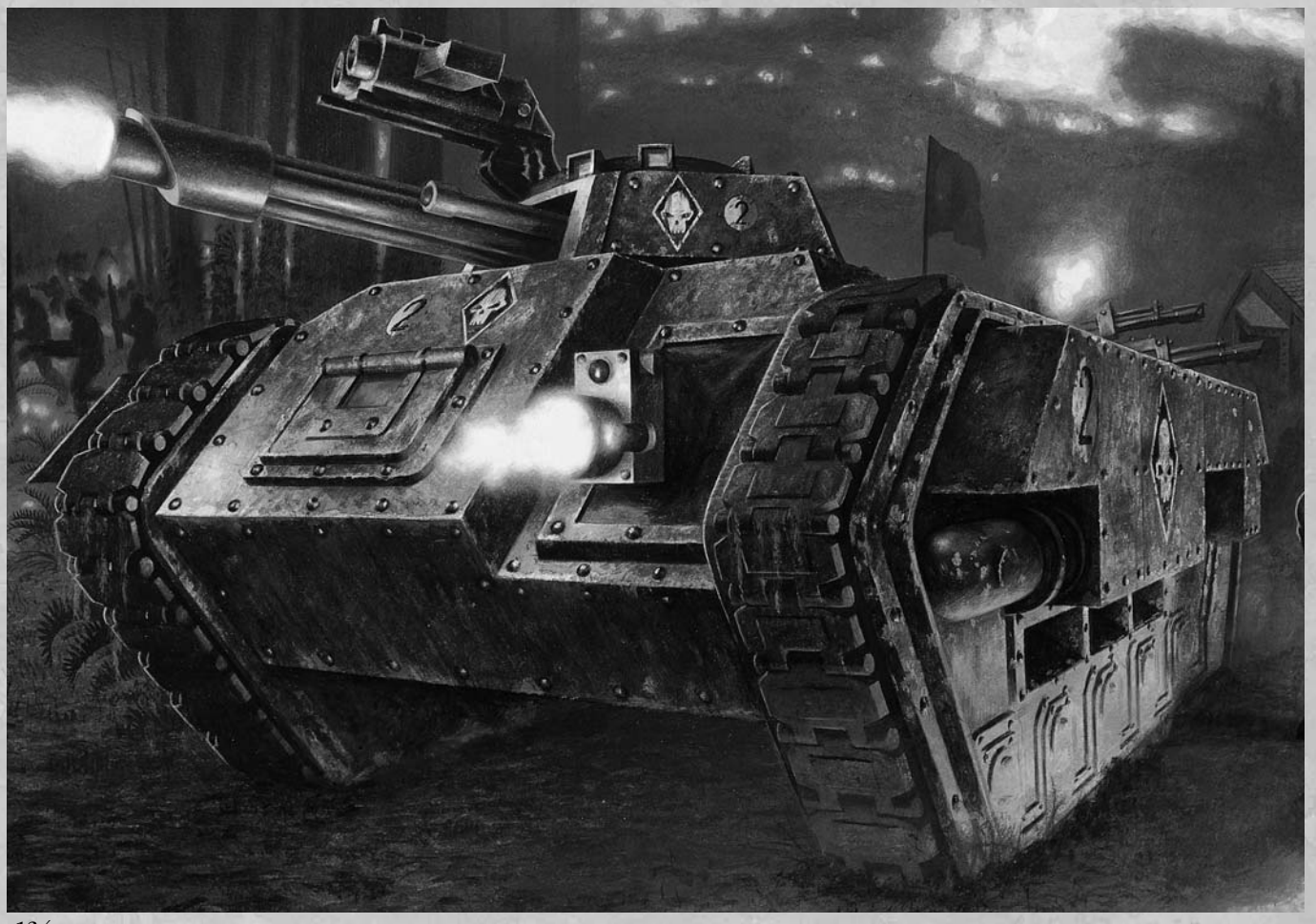
Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 +75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company; so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Imperial Navy aircraft and Titan Legion battle groups may support Steel Legion Imperial Guard armies. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE
6.4.1 Commissars

A Steel Legion Imperial Guard army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess is lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess is lost.



STEEL LEGION ARMY LIST

Steel Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.

STEEL LEGION COMPANIES

UPGRADE	UNITS	COST
Regimental HQ (only one allowed)	One Supreme Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	500 points
Steel Legion Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Steel Legion Mechanised Infantry Company	Imperial Guard Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	400 points
Steel Legion Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650 points
Steel Legion Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	500 points
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore	650 points

STEEL LEGION SUPPORT FORMATION

(Two may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units	150 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

STEEL LEGION COMPANY UPGRADES

(Three may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support*	100 points
Infantry Platoon	Six Infantry units*	100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	200 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers*	50 points
Ogryns	Two Ogryns*	50 points
Flak	One Hydra	50 points

** These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.*

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

6.5 GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

Graffiti on Warlord Titan wreckage found by Dark Angels at Westerisle, Piscina IV

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Ork warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

It is for this reason that Ghazghkul Thraka represents such a potent threat to the Imperium, as he seems to be able to unit the warring Ork tribes in a way that no Ork leader has ever been able to achieve before. Two of the most deadly Waaaghs the Imperium have faced were led by Ghazghkull. After suffering a nasty head wound, he became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of he greenskins. His rise to prominance was nothing short of meteoric, going from a simple warrior in the mob to being Warlord commanding thousands of Orks in a startlingly short time.

Normally rival warlords are fiercely competitive and spend much of their time fighting each other. However, they all hold an innate desire to gather as many boyz together as possible and lead a huge Waaagh against their greatest enemies. The Waaagh is a sort of crusade – the Orks stop fighting each other and decide to stomp someone else instead! This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic, so very potent ideas tend to filter from one Ork to another. When a warlord gets really powerful other Orks sense it and flock to join him, increasing

his power and encouraging more and more Boyz to join the growing Waaagh. As Ork Boyz from nearby worlds gather they form into huge armies ready to do battle.

Mekboyz, the engineers and inventors of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for the coming war. At the very core of the Waaagh lies the construction of the gigantic war engines known as Gargants. Each Gargant is a towering war machine with awesome destructive powers. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods, and building Gargants is thus very much an act of worship for the Orks. The Ork war gods, Mork and Gork, epitomise the Orkish character on a vast scale, being big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of the Ork gods of war.

Ghazgkhull's War Horde is typical of these large Ork armies. It includes Orks from several hundred tribes gathered from over a hundred planets, and includes members of all of the major Ork clans, and quite a few minor ones too! The Boyz in the horde are backed up by prodigious numbers of Grot orderlies and Grot Big Gun mobs, and the most inventive and dangerous Mekaniaks in all Orkdom labour day and night to provide Ghazgkhull with the most potent and dangerous Gargants belonging to any warlord in the Waaagh.

Ghazghkull's first invasion was stopped and he was assumed slain. As is now very well-known, this was not true, and he has proved to be the most dangerous of Ork leaders, one with both drive and ability in abundance. Now he has returned to Armageddon after decades of planning and testing the Imperium's defences. If Armgeddon falls, Ghazghkull could unify Orks across the entire sementum into an unstoppable Waaagh that might threaten Earth itself!

How To Use The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, suchas Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a 'uge Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Battlefortresses & Gunfortresses: In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE
6.5.1 Ork Warlords

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob or a Gargant unit.

GHAZGKHULL MAG URUK THRAKA'S WAR HORDE

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see 5.5.1 and 5.5.2).

		COST PER FORMATION			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRAS**
Warband	Two Nobz and six Ork Boyz and two Gretchin	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to two Nobz for +35 points each Up to one Oddboy character for +50 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagonz	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Mekboy Stompamob	Three Stompas	225	n/a	n/a	Any number of Killa Kanz for +25 points each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75 points each Up to one Supa-Stompa for 250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagons Up to one Nobz for +35 points Up to one Oddboy character for +50 points
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-bommers for +50 points each
Ork Landa	Ork Landa	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None